Treatment for

Adventures on LEGO Island

As the game opens, you find yourself on a roller-coaster flight diving right into LEGO Island. Zooming around, you fly over the exciting places, people and events crammed into the island. Instinctively, you duck as you sweep under a bridge. You round the corner from the Police Station and swoop up to the Information Center. It's a dramatic building with a glass elevator leading up to an observation deck. At the door, you're greeted by the Infomaniac, an animated LEGO character with a white mustache and a twinkle in his eye.

"Hello there!" he says. "Welcome to LEGO Island!" He takes you into the Center and shows you the registration book. "Just type your name in, and the festivities can start." As instructed, you type your name.

The Infomaniac fills you in on events and activities around the town. He says that you can explore the entire island, getting around by car, skateboard, motorcycle, jet-ski or helicopter. As you travel around, you encounter LEGO people, doing things that LEGO people do. Pop a token into the Pizzeria Jukebox, and watch the whole town boogie to the beat.

The Infomaniac explains that you can become other people in town simply by clicking the mouse on them. "Just click on anyone and *fwoop*, you become them! Well, almost anyone -- except your's truly. It's my island, after all, so I get to make up the rules! If you click on *me*, it just tickles. Ha!" You click on him and he laughs.

The Infomaniac tells you that switching people changes your point of view -- everything is different. You find out what it's like to walk a mile in

Copyright © 1996 by Mindscape

someone else's shoes. For instance, click on Pepper (the pizza delivery boy) and you're an ace on the skateboard. But if you hop into a car, get ready for some mayhem. For Pepper, a car is just a collection of bricks about to blow apart.

It turns out that all is not totally idyllic on LEGO Island. The Brickster sees to that. He's the town mischief-maker and neer-do-well. The Brickster has escaped from jail -- again -- and he's on the lam. Embarrassingly, he made his escape in the Police Helicopter. Then he disassembled the chopper and hid the pieces around the Island.

From around the corner, you see two cops walking by. The Infomaniac says "Hi, Nick! Hi Nora! Looks like your special guest flew the coop!"

"And he took the chopper again! I'd like to crank that guy's head off!" says Nick Brick, spinning his claw.

"Now Nick, the Brickster is just poorly assembled. It's not his fault!" says Nick's sister, Nora. "I think he could be properly reconnected if someone took the time."

"*I'll* reconnect the bugger! Just let me get my claws on him -- I'll knock the knob off his head!" says Nick through clenched teeth, as he and Nora exit through the front door.

The Infomaniac tells you to be on the lookout for those helicopter bricks. They may show up in the oddest places, but you need them all. Only then can you rebuild the helicopter and use it to hunt down the Brickster. "Nick will be in a funk until you help him catch the Brickster. That young man is going to crack a brick if he doesn't calm down."

The Infomaniac also explains that some people haveTurbo-chuckers that can launch bricks. Once you've spotted a hidden brick, you can use your Turbo-chucker to retrieve it. Aim the Turbo-chucker at the target and shoot. If your aim is true, you will dislodge the brick and knock it down for easy retrieval. You can also use the Turbo-chucker to activate hot-spots around town.

"But be careful when you shoot. Don't hit people! They don't like it -- would you? You may find you need their help someday, and they'll remember it if you hit them! They *may* not want to help you..."

"Come on up to the observation deck. It's my favorite spot on the entire island," says the Infomaniac, as he motions you to the elevator door. You ascend in the glass elevator, and arrive at the observation level.

From this awesome viewpoint, you see the lushness of LEGO Island spread before you. You notice some controls that the Infomaniac uses to

Copyright © 1996 by Mindscape

create new houses in the residential area. You design your own house by dragging house parts around -- like roofs, windows and walls -- and specifying their colors. Then you push the start button. *Whoosh*, your house magically assembles itself.

In the distance you see the Pizzeria. It looks like fun, so you decide to pay a visit. You click on a customer eating a pizza on the patio. You fly across LEGO Island and arrive -- right in Nubby Stevens head. What a scene! Mama Brickolini is playing a mean piano riff, and everyone is bopping to the beat.

You look down and notice Nubby's eating a fish pizza! Yuck! You look up just as Pepper flies into the scene on his skateboard. He pops an ollie on the railing. "Pizza Dude has returned! *Incoming!*" he shouts as he bounces over the curb. Barely touching bricks, he flies over the patio. He comes to a fast, squeeking halt in front of the counter. "Taa daa!" Pepper says. arms spread.

From behind the counter, Papa Brickolini growls "What happened? You take the long-cut? How come-a you can't deliver a pizza without stopping along the way? I swear, you break-a my chest brick."

"Sorry, Papa. I just stopped for a minute to help Nick and Nora find the Brickster," says Pepper.

"A pretty long minute. Is your watch broken?" says Papa.

Mama stops playing the piano and says "Papa, go easy. He's just a boy. He needs some fun, too!" Pepper smiles at her, and Mama smiles back.

Papa groans, then turns around to grab a pizza. He holds it out to Pepper. "That'sa for Captain Rom. I promised piping hot, so don't dawdle, Pepper!" Then he pauses, and with difficulty, adds "Please?"

"You got it Papa! I'll be back in a flash. *Outgoing!*" yells Pepper as he grabs the pizza and speeds off on his skateboard.

Mama looks at Papa and winks, then turns around to continue playing music. Papa's eyes roll heavenward.

You click on Pepper, just before he skates out of sight. Suddenly, you're right in Pepper's head, screaming down the street on a skateboard. As you leave the Pizzeria, you notice that the Super has a sale on hats, so you zip on over. There you pick out a new hat and admire yourself in the mirror. You realize the pizza is getting cold, so you head back to the Police Station. As you leave, out of the corner of your eye, you catch a glimpse of a bearded, masked man. He's changing the road signs to point the wrong way. Could

Copyright © 1996 by Mindscape

that be the Brickster? Before you can do anything about it, the masked man dashes away.

You can't help but notice how inviting the beach looks, so you stop off for just a minute. You spy a jet-ski at the dock and you walk over. The lifeguard says "Mahalo, dude! I'll hold your pizza if you wanna jet around the bay." You hold out the pizza and he grabs it. You hop on a jet-ski.

You take off with a roar and find yourself racing around the lagoon. You get points for speed and hitting the ramps. Watch out for the shark! As you pass the finish line, you notice a strange brick stuck to the top of a buoy. You fire at it with your Turbo-chucker and it pops off the buoy and into your jet-ski. Your first hidden brick! After a few more races, you remember the pizza and rush back to the dock.

"Hey, dude! You bagged a brick!" says the Lifeguard. "Totally cool! I'll take it to the police dude's digs." He hands you the pizza and grabs the brick. Then he runs it back to the Police Station for reconstruction. You grab your skateboard and follow after him.

As you round the corner, you see some hot-looking formula race cars at the town race track. You simply must go for a few laps, so you dash over to the starting line and step into a growling race car.

Suddenly the flag drops and you're off, blasting around the track against a worthy opponent. Unfortunately, you're in Pepper's body and you don't know how to drive yet. The car is hard to control, so you click on the other racer. You zoom right into his race car and suddenly, the controls are easy! The professional racer feels right at home and has a hard time doing anything wrong. He easily laps Pepper to win the race. As you step out of your car at the finish line, you soak up the applause from the crowd.

When the judge hands you the racing trophy, you spot a loose brick in it. Another piece of the helicopter! You grab it out of the trophy. Nick the cop comes over to you and says "Thanks for the brick, buddy! I'll take that back to the Police Station."

That reminds you: the pizza! You click on Pepper and zoom over to where he stands, somewhat forlornly, next to his race car. You pick up the pizza, hop on your skateboard and kick off for the Police Department. You make it with a lot of huffing and puffing. As you pull up to the front door, Captain Rom comes out to get the pizza. "Hope it's hot!" he says, and takes the box.

"Cold as the Brickster's heart!" says the Captain. "Oh well, good thing I'm hungry." The Captain walks back into the station, mumbling.

Copyright © 1996 by Mindscape

As you continue to cruise around, you become lots of different people and see LEGO Island through new eyes. Everyone in town has a different perspective on life. Some people can find certain bricks better than others. Some people can hear clues better than others. You begin to appreciate each person's special skills as you spend time in their heads.

At last, you find all the pieces of the helicopter. Once they've all been taken back to the police garage, you can finally build it. When you complete the chopper, the garage roof opens and you take off.

As you fly over the island, the sound startles him and the Brickster is flushed out of hiding. He hops on his motorcycle and lays scratch along the waterfront as he tries to escape. Nick and Nora are hot on his trail, but can't catch up with him.

In the helicopter is a control pad that looks like a map of the island. There are buttons representing each of the buildings. You push a button with the Pizzeria logo on it. That signals Mama and Papa Brickolini to come out of the Pizzeria and use their Turbo-chucker to build a barricade. The Brickster skids to a stop in front of it and uses his Debricker to remove the obstacle. He races off just in front of Nick and Nora.

The Brickster shoots up to the Super and spins around in the parking lot. He comes racing back and passes Nick and Nora. They turn around to pursue.

You push the Pizzeria button again and the Brickolinis repeat their blockade performance. With his Debricker discharged, he can't get through this time. Realizing defeat, he throws his hands up and waits for Nick and Nora to take him off to jail.

"You've snatched your last brick, pal! Now you get to stay at *my* hotel," says Nick, as he slaps clawcuffs on the Brickster. Curiously, there's the faintest hint of a smile on the Brickster's face.

As night descends, there is a special fireworks show in your honor. The town is thankful that you busted the Brickster and you are the hero of the hour. Your score is showcased in the Information Center. Life is good.

But don't get too comfortable. If you listen carefully, you can hear the sound of a shovel hitting bricks. Could that be the Brickster digging out of jail again?

Copyright © 1996 by Mindscape